

Agenda

City Council

Extended Study Session

MONDAY
May 13, 2002

6:00 – 10:00 p.m.
Council Conference Room

Page

1. Executive Session

(a) Property acquisition (*approximately 15 minutes*)

2. Communications: Written and Oral

Note: Three-minute limit per person, or five minutes if representing the official position of a recognized organization. Maximum of three persons are permitted to speak to each side of any one topic.

3. Study Session

(a) Council new initiatives (*no packet materials*)

(b) Response to citizen comments at May 6 Oral
Communication

3-1

(Informational)

(c) Presentation of West Lake Hills Citizen Advisory
Committee neighborhood investment
recommendations

PCD
Cheryl Kuhn
Steve Cohn

3-4

(Council direction is requested on staff)

City Council meetings are wheelchair accessible. American Sign language (ASL) interpretation is available upon request. Please phone 452-6805 at least 48 hours in advance.



City of Bellevue

*preparation of a response offering ideas about
how the City can respond)*

- | | | |
|--|--|-------------|
| (d) Access Downtown general update, traffic management and communications, budget update, and distribution of costs.

<i>(For discussion)</i> | TRAN/
WSDOT
Goran Sparrman
Denise Cieri | <u>3-6</u> |
| (e) Transportation Department budget presentation | TRAN/FIN
Goran Sparrman
Gary Ameling | <u>3-9</u> |
| (f) Metropolitan Parks District Task Force

<i>(Determine Bellevue response to Metropolitan Parks District Task Force)</i> | PARKS/PCD
Patrick Foran
Matt Terry | <u>3-10</u> |
| (g) Ordinance No. 5369 regarding Construction Code Advisory Committee (CCAC) revised charge and membership, amending Chapters 3.52.010, 3.52.020, 3.52.030, 3.52.040 of the Bellevue City Code.

<i>(Council action requested tonight)</i> | PCD
Mike Brennen | <u>3-44</u> |
4. Discussion of upcoming items

City Council meetings are wheelchair accessible. American Sign language (ASL) interpretation is available upon request. Please phone 452-6805 at least 48 hours in advance.



City of Bellevue